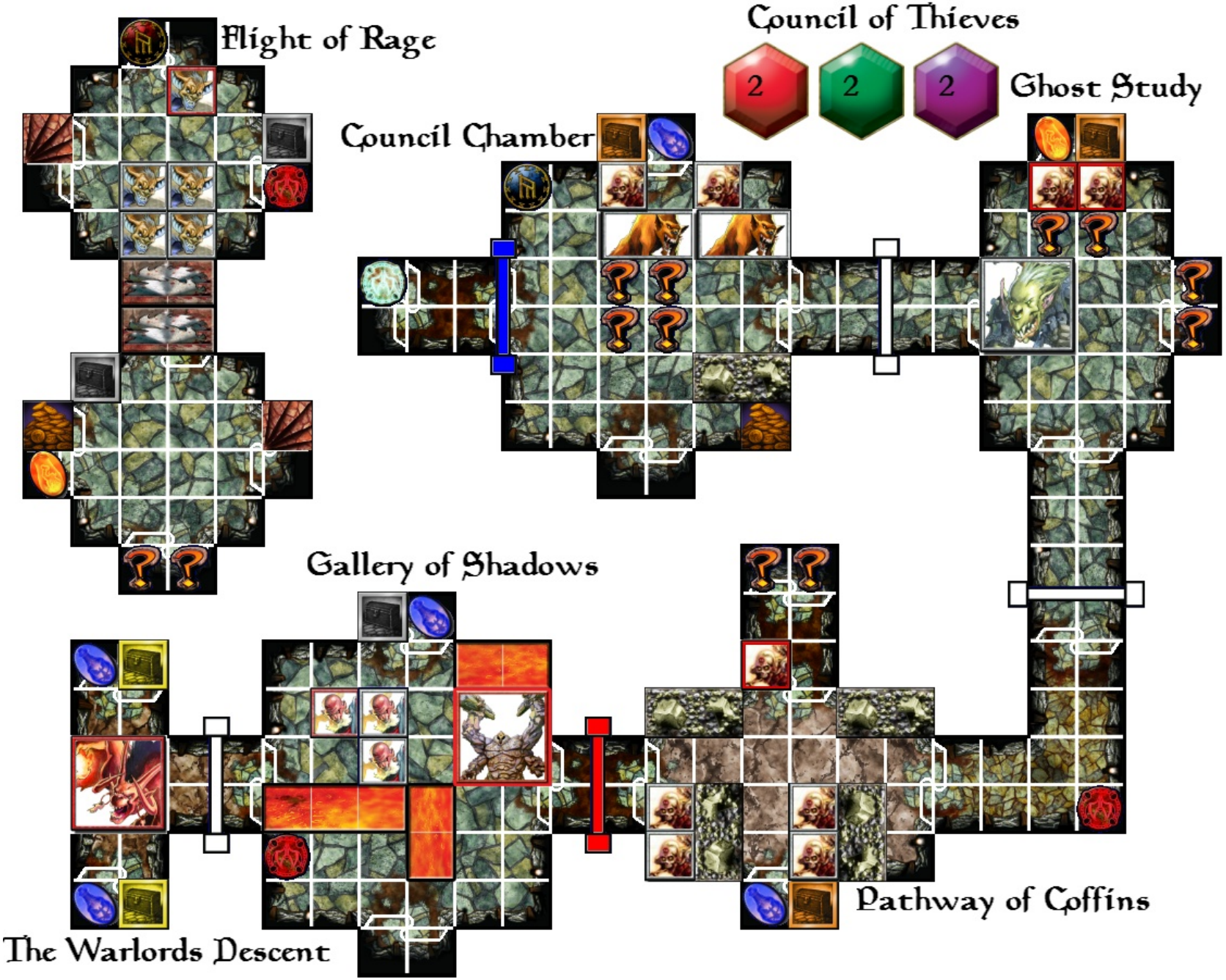

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Council of Thieves

By Elliots Last Gasp

Scenario Background

"As long as you don't touch anybody else or look up from that ridiculously long hood you should be fine, remember when you enter show your ring of rogues, painting your hand green will do for Ferrox skin and finally after the meeting open the back door for the other Heroes to enter," Usklor spoke to the Hero under the Cloak.

One Hour later the Council of Thieves all arrived at the Headquarters in Aguyas, giant troll guards wearing great iron helmets stood outside the door maybe this wasn't as easy as Usklor and Mad Hat Sting had made it out to be.

Mission Goals

Stay cool through the Council of Thieves and once the other Heroes are inside the Headquarters destroy the so called Masters of Crime and claim the next Black Ruby.

Important: The Heores start with 6 Conquest Tokens.

All Shades have Aura 1 including all spawned ones.

Chests:
Copper 1: 100 coins, 1 Conquest Token and a Treasure
Copper 2: A curse and a Treasure
Copper 3: 1 Conquest and a Treasure
Silver 1: 200 coins and a Treasure
Silver 2: 200 coins and a Treasure
Silver 3: 200 coins, 2 Conquest Tokens, 2 Curses, a Treasure and a Curse from the Monkey God (As if the card was played).
Gold 1: 300 coins and a Treasure
Gold 2: 3 Conquest Tokens, 2 Curses and a Treasure

Council Chamber

After taking a seat the Hero underneath the cloak of time and space looked hard around the circular room. A circle of arcane lay in the middle maybe this place was far more powerful than it was given credit for. A giant skeleton holding a great bow of what looked like elven craftmanship was in another seat under a cloak as well with four glowing red eyes. A Razorwing of the same calibur was also here yet he hovered aboved his seat unwilling to be still. Finally there was Noixe the leader of the Thieves who had the Black Ruby.

Crash!
The doors slammed down the troll guards lay dead by what was unmistakeably the Black Warlord. The Warlord marched forward with Shades either side of him riding on Wendigos.
"Council it's time you paid for your Unholy acts."
"You, how dare the heavens," the Skeleton remarked standing from his seat.
"You speak of the heavens yet you are death just as I Bonehead your four eyes can see well enough, I have no quarrel with any of you accept Darian," the Hero clad in the cloak suddenly rose on instinct and put on a high voice that could pass for Darians. "It wasn't my fault," was all the Hero thought of.

"Take him, you are correct it was his fault you have earnt his damnation," Noixe said handing over one of her own or at least what she thought was one of her own.
"Traitorous crow you shall all pay for your weak willpower Noixe give me your Black Ruby," the Black Warlord gnarled.

"You're still after it after all these years, no never, the time of Demons is gone," with that the Deep Elf cast a spell engulfing the seen in mist when it faded all the other Council members were gone the Hero hid behind his chair as the Warlord was still here.
"Stay here, I will return shortly, I must make an example to my Masters," the Warlord spoke to his two henchmen mounted on wendigos.

Important: The ?'s in this room is the ritual circle from Road to Legend. Anybody on it recieves minus one armour.

The Hell Hounds here are Wendigos.

Only one Hero is in the Council Chamber the other three are placed by the active Glyph behind the blue runed door, the Hero in the Council Chamber is the only one who can open it though. (Make sure you place out all Heroes at the start). The Heroes can choose who is in the Council Chamber to start with. The Hero in the Council Chamber to start of with is placed on the coin pile (Don't place out the Gold pile).

Read when the door to the other three Heroes is open: The other Heroes enter the Council Chamber drawing for weapons.

Ghost Study

A Dark Altar of some false god no doubt is at the back of this room, fake or not it definately has a lot of dark energy surronding it. A dark beam suddenly, springs up and an Ogre emerges. "You are the destroyers of Darian, yes I know of his death I just wanted your death to be caused by my hand, this is his Office, his place of evil will never be infiltrated by the likes of you," the Ogre yelled pulling out a weapon from a Sheath which looked far more glamourous that what it held.

Important: The ?'s nearest to the Skeletons in here are actually a desk peice from Road to Legend also the Skeletons here are Shades.
The other set of ?'s in here are a Dark Altar at the start of each of the Overlords turn roll a power die. On a enhancement place a Master Shade out if there isn't one left place a normal one. One a Surge place a Master Sorcerror. And on a Blank place an Ogre. These monsters appear directly in front of the Altar, if there isn't enough room then they aren't spawned. To stop this spawning a Hero must be adjacent to the Altar and spend two Fatigue to destroy it when this is done remove it from the board.

The first Ogre fought in this room has the Gold Item Sheath of Might apply it when the Ogre attacks also when the Ogre dies give the Heroes this item.

Read when the Ogre dies: It looks like such a waste leaving it on the dead body it's not as bad as graverobbing anyway, just take it the Heroes can always return it later.

Pathway of Coffins

They're dead, the serious kind of dead, in boxes this room looks pretty much like a funeral without any people. Something moved from behind a grave and speaks, "Leave now Darian, he's here, wait you're not Darian, fools, enough blood has been shed a little more wont hurt. I am Bonehead not as stupid as I sound it would seem."

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Important: The ?'s in this room is a portal peice (colour doesn't matter).

The Master Skeleton here is Bonehead he is the same as a normal Gold Master Skeleton.

The rubble tokens here are actually sacophicases from Road to Legend.
If a Hero stands next to a sacophicase he can spent a fatigue to open it.
If any of them are opened read the following:
Without warning all the sacophicases open and Shades rise from them.
Place Normal Shades adjacent to each sacophicase.

Read when Bonehead dies: "Death will claim you and then use your body as another sacrifice to the Gods," then the Skeletons undead life failed. The Heroes get a free Silver Treasure (For One Hero!).

The Treasure is from the top of the deck not a choice!
However, if the Heroes pay 3 Conquest Tokens they can browse.

Flight of Rage

Going through the portal the Heroes stand on a peak the Razorwing of the council Sycthe has made this place his lair large bones are scattered yet whirling blades are up ahead and on the otherside of these is the Razorwing. "Demons, they are coming, they are coming, they return, they will return," the flapping mess yammers.

Important: The ?'s here are the other part of the portal.

The Master Razorwing here is Scythe he is the same as a Normal Master Gold Razorwing.
All the other Razorwing here are the same as a Normal Silver Level Master Razorwing!

Read when Sycthe dies: "Your ignorance will be the death of you the Demons they are coming, they are coming!"
The Heroes get one Gold Treasure at random (This is for one Hero!)

However, if the Heroes pay 6 Conquest Tokens they can browse.

Gallery of Shadows

Shadows close in on this room now lit up by the flame of the Warlord in the center of this room is Noixe. "You are too late, the Warlord is leaving and my Ruby is still here and if you think you can summon Demons like that phantom you are as deluded as the Black Abomination that just left."

Important: The Sorcerrors here are actually Deep Elves.
The normal Deep Elves are the same as Silver Level Deep Elves.

The Master Deep Elf here is Noixe she is the same as a normal Master Gold Deep Elf.

The Golem can't move for his first turn

Read when Noixe dies: "You may have killed me, but take my Ruby if that beast should lay his hands on it he will be even closer to the return of Demons and once they return, life as you know it will end," the Deep Elf crumples and dies and the Black Ruby lays on the floor pocketing it the Heroes must take on the Warlord.

The Warlords Descent

The Heroes arrive just as the Black Warlord is escaping once again on his dragon.
"Hethens, by the Gods I came here for that Ruby you now possess and I will get it soon until then accept my parting gift!" the Warlord then rode away into the night. The Heroes watch him fly when a deffening crash marks the Descent of a Demon rocketing into the ground form the sky. The beast flares its wings of death and roars.
"I have been summoned a thousand years it has been since I walked this world and now I will burn it once again!"

Important: The Master Demon here is Karnishas he is the same as a normal Master Gold Level Demon.

Read if the Heroes run out of Conquest Tokens: Karnishas the Deomn stands triumphant the Warlord is close by ready to collect his prize the Heroes have failed.

Read when Karnishas is dead: The Demon falls off the top of Headquarters landing on a spike at the bottom with an almighty roar Karnishas is dead and the third Black Ruby is safely in their control yet the Black Warlord has escaped once again. The Heroes win.

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